What is claimed is:

1. A method for changing a status of an object having an image displayed on a display screen of a pointer based computer system having a graphical user interface and providing a user with visual feedback indicative of the change in status, the method comprising the steps of:

receiving a change in status command indicating a desired status of a selected object having an image displayed on the display screen of the computer system, the change in status command being initiated using the pointer, the desired status of the selected object being established prior to movement of the image which is indicative of the desired status, and the image of the selected object having an initial visual appearance indicative of the initial status;

modifying the visual appearance of the image of the selected object displayed on the display screen through graphical animation to provide the user with an animated indication of the change in status of the selected object, the modifying being done in response to the change in status command without requiring any additional inputs from the user;

automatically moving said modified image of the selected object across the display to a position that overlaps an icon on the screen which indicates the disposition of said object, said moving being done in response to the change in status command without requiring any additional inputs from the user; and

automatically executing the change in status command on the selected object without any additional input from the user.

2. A method as recited in claim 1 wherein the computer system is a pen based computer system having a stylus and a dual-function display assembly, the dual-function display assembly including the screen and a position sensitive membrane that covers said screen, and wherein the stylus is used to input information to the computer by contacting the display screen and the change of status command is entered by the stylus.

3. A method as recited in claim 1 wherein said icon represents the storage of said object.

4. A method as recited in claim 3 wherein the step of automatically moving said modified image includes displaying an animation of the image of the selected object slipping into a file folder which moves across the display screen into an open drawer of a filing cabinet.

5. A method as recited in claim 1 wherein said step of automatically moving said modified image includes animating said object during movement.

6. A method as recited in claim 1 further comprising the step of providing audible user feedback as said modified object is automatically moved.

7. A method as recited in claim 1 wherein the icon represents electronic transmission.

8. A method as recited in claim 7 wherein the icon represents electronic mail transmission.

9. A method as recited in claim 8 wherein the step of automatically moving said modified image includes displaying an animation of the image of the selected object being folded and moved into an icon of an envelope.

10. A method as recited in claim 1 wherein the icon represents deletion, and the step of automatically moving said modified image includes displaying an animation of the image of the selected object being folded into a paper airplane that is flown into the icon.

11. A pointer based computer system comprising:

computer processing unit;

display assembly coupled to said computer processing unit, said display assembly including a screen displaying at least one object;

a pointer for inputting information to the computer processing unit;

means for receiving a change in status command indicating the desired status of a selected object displayed on the display screen of the pointer based computer system, the change in status command being initiated using the pointer, the desired status of the selected object being established prior to movement of the image which is indicative of the desired status, and the selected object having an initial visual appearance indicative of an initial status;

modification means for modifying the visual appearance of the image of the selected object displayed on the display screen through graphical animation to provide the user with an animated indication of the change in status of the selected object, the modification means being responsive to the change in status command without requiring any additional inputs from the user;

means for automatically moving said modified image of the selected object across the display screen to a position that overlaps an icon displayed on the screen which indicates the disposition of said object, said means for automatically moving said modified image being responsive to the change in status command without requiring any additional inputs from the user; and

means for executing the change in status command on the selected object, said means for executing the change in status command being responsive to the change in status command without requiring any additional inputs from the user.

12. A computer system as recited in claim 11 wherein said means for receiving a change in status command includes:

means for selecting said object on said screen; and

means for specifying an action to be taken on said object.

13. A computer system as recited in claim 11 wherein said pointer is a stylus and said display assembly is a dual-function display assembly of a pen-based computer system, the dual-function display assembly includes a display screen and a position sensitive membrane responsive to said stylus for receiving said change in status command.

14. A computer system as recited in claim 11 wherein said means for receiving a change in status command is implemented by the computer system without user input beyond the change in status command initiated using the pointer.

15. A method for deleting an object having an image displayed on a display screen of a pointer based computer system having a graphical user interface and providing a user with visual feedback indicative of the deletion, the method comprising the steps of:

receiving a deletion command indicating a desired deletion of a selected object having an image displayed on the display screen of the computer system, the change in status command being initiated using the pointer, and the image of the selected object having an initial visual appearance indicative of the initial status;

automatically modifying the visual appearance of the image of the selected object displayed on the display screen through graphical animation to provide the user with an animated indication of the deletion of the selected object, the modifying being done in response to the deletion command, the graphical animation including an animation that appears as a crumpling of the image of the selected object;